ORTHOPEDICS

Orthopedic surgeries require steady hands and nerves of steel. Follow the onscreen prompts and use the Wii Remote to perform the required maneuvers.

Dr. Hank Freebird

A gentle giant in every sense of the word, Hank's soft-spoken demeanor belies his strong sense of duty and honor After receiving an honorable discharge from the Army, in which he served with distinction, Hank became an orthopedic surgeon to better help the people in his community. However, even that might not be enough... Could the talk of a superhero sighted in Cumberland be idle gossip, or is there some truth to the rumors of a costumed vigilante serving the public interest in the city?

Nunchuk	
Control Stick	Used for movement in certain procedures
Z Button	Not used
C Button	Not used

Wii Remote	
Pointer	Aim toward where to use the current tool
+Control Pad	Not used
A Button	Use the currently selected tool
B Button	Use with the A Button to pick up bone fragments
+ Button	Pause the operation, open restart / quit menu
Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

Cooperative Play

When playing cooperatively, the players take turns treating the patient. When one player either completes a step or makes a mistake, the other player takes over. You can choose which player goes first in the Play Mode screen.

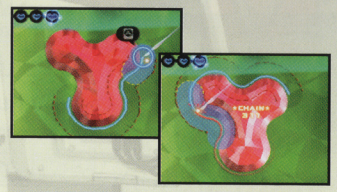
The Objective

As an orthopedic surgeon, you must treat the disorders of the patient's skeletal system using special tools. Precision is the key in performing the procedures one step at a time. The icons displayed at the upper-left portion of the screen indicate the number of errors (MISSes) that can be made before the operation is considered a failure and the game ends.

Each tool is used in a completely different manner than the others; follow the in-game instructions closely.

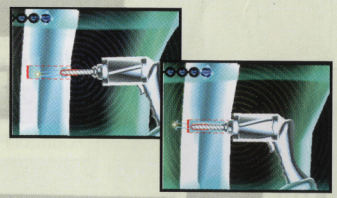
Scalpel

Point at the tip of the scalpel, then hold the A Button and trace the blue guideline with the pointer. The closer the pointer stays to the guideline, the more points you will earn. If the pointer goes outside of the boundary, it will count as a MISS. Release the A Button to temporarily halt the procedure; to resume, hold the A Button again.



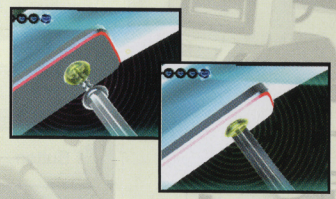
Drill

Point at the drill tip, then hold the A Button and move the pointer in the direction you want the drill to move towards. The further the pointer is from the drill, the faster the drill will move. If the drill passes the boundary, it will count as a MISS. You will earn more points for ending close to the base of the drill area, but going too far will cause a MISS. You can halt the procedure at any time by releasing the A Button.



Screwdriver

Hold the A Button to start tightening the screw. Releasing the A Button stops the operation of the screwdriver. It doesn't stop immediately, however, so take the extra tightening into consideration and release the A Button before the screw reaches the yellow guideline. If you over-tighten the screw, it will result in a MISS.



Hammer

To drive a pin in, swing the Wii Remote vertically down in a hammering motion. Hammer the pin into the bone until the red line on the pin is just above the surface of the bone. Swinging the Wii Remote harder will put more force into the hammer; the power meter on the right side of the screen shows the strength being used. The fewer swings it takes you to drive a pin in, the higher your score will be.

DR. FREEBIRD